BEYOND GOOD & EVIL™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

Getting Started 2

Navigating the Menus 3

Beginning BEYOND GOOD & EVIL™ 4

Loading and Saving 6

Main Functions of the DUALSHOCK®2 analog controller 7

Controlling Jade 8

Controlling Companions 10

Controlling Vehicles 10

Controlling Cameras 12

Combat and Special Attacks 13

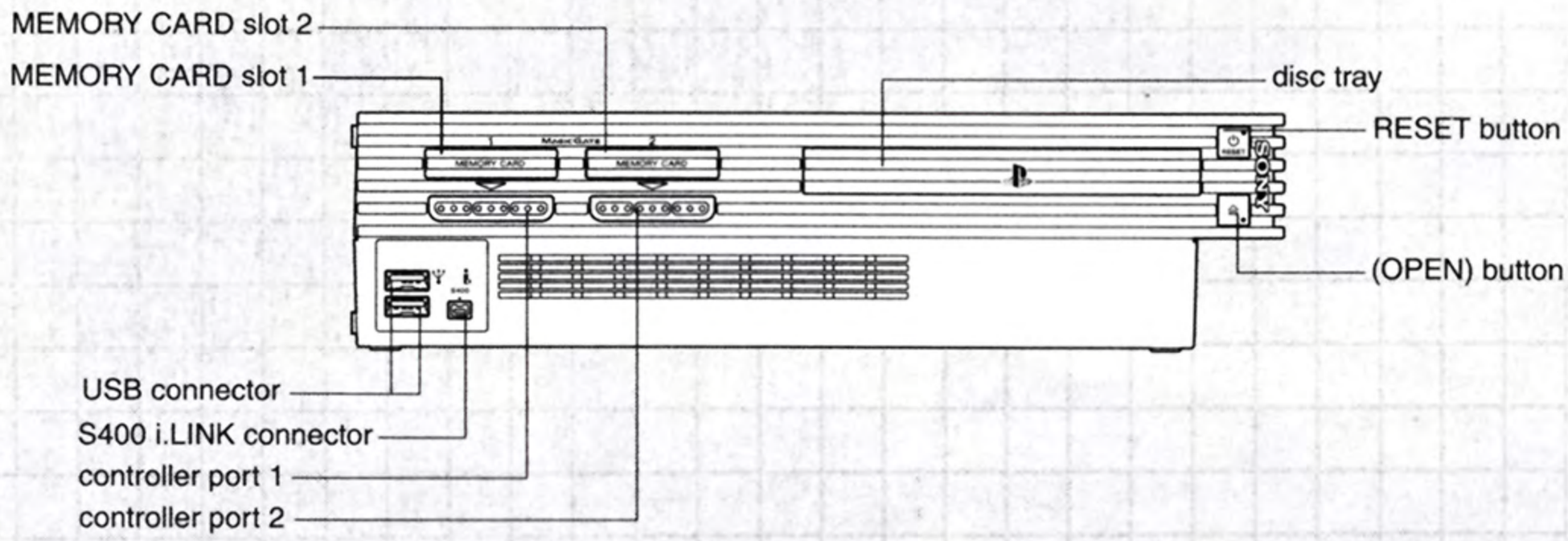
Main Game Screens 14

Objects and Accessories 15

Technical Support 20

Warranty . . . . . inside back cover

GETTING STARTED

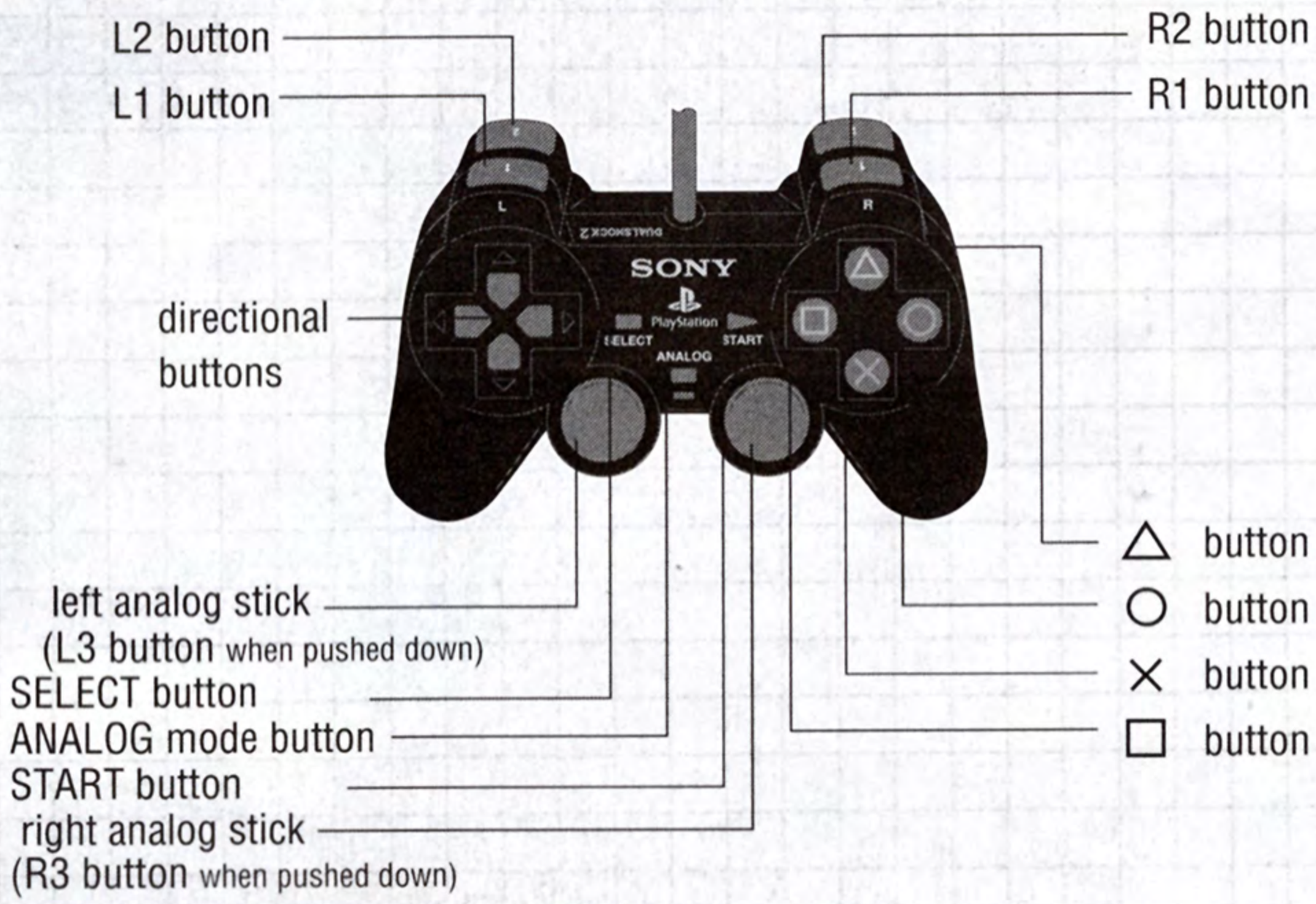


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the button and the disc tray will open. Place the BEYOND GOOD & EVIL™ disc on the disc tray with the label side facing up. Press the button again, and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

CAUTION: You are strongly advised against inserting or removing an accessory while the console is switched on or when a game is in progress.

NAVIGATING THE MENUS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION

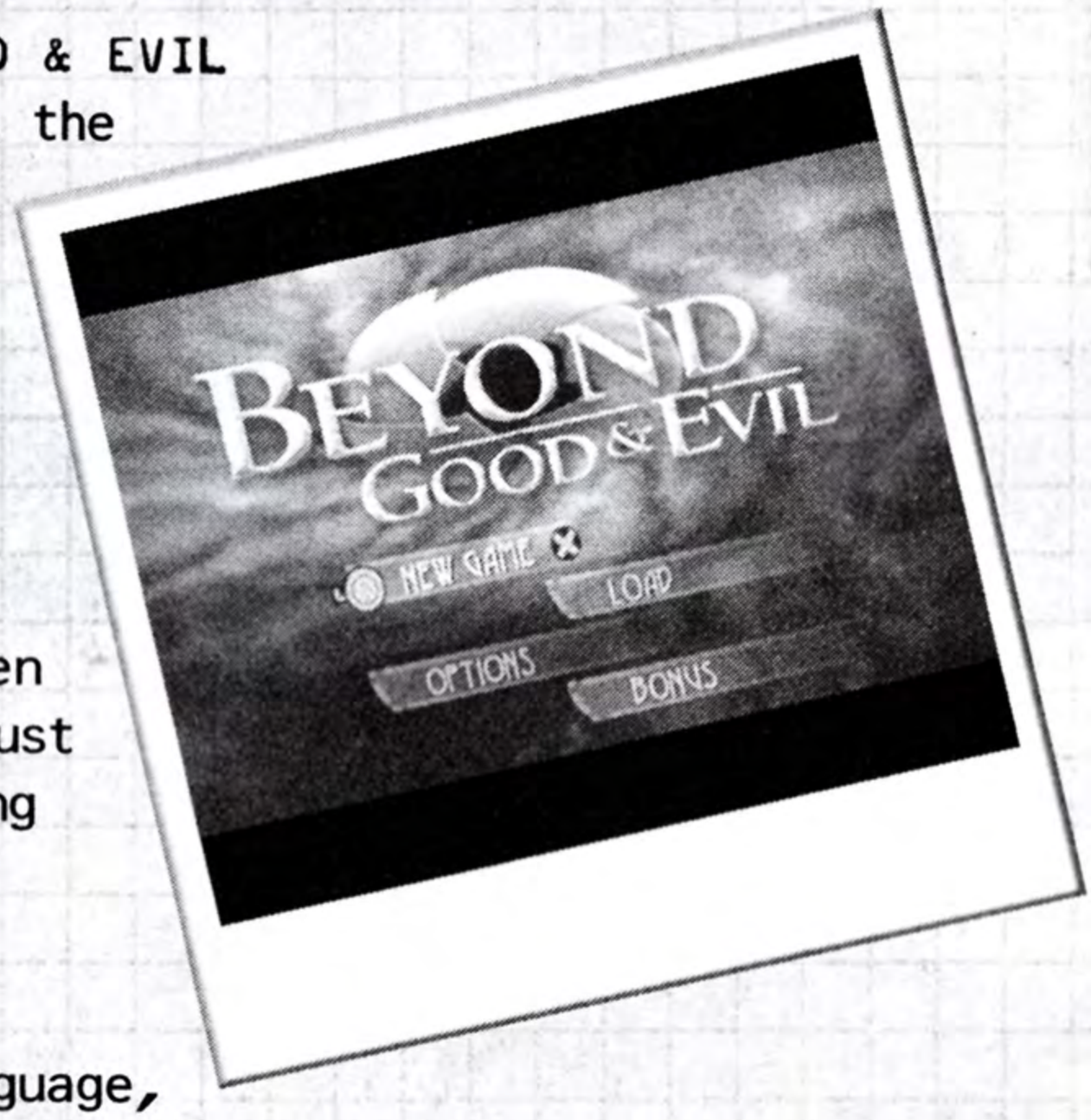


To navigate the game menus, use the left analog stick. To validate a selection, press the ⊗ button. To go back to a previous page, press the ▣ button. To obtain further information about an object, press the ◉ button.

BEGINNING BEYOND GOOD & EVIL

LANGUAGE SELECTION

When you start up BEYOND GOOD & EVIL on your PlayStation® 2 system, the first menu allows you to choose from several different languages. Select the language of your choice with the left analog stick; then validate your selection by pressing the ⊗ button. If you happen to make a mistake when selecting a language, you must restart the console by pressing the RESET button.



STARTING THE GAME

Once you have selected a language, the Startup menu appears automatically. The following options are available in this menu:

> **NEW GAME:** Select New Game to begin a new game, and confirm your choice by pressing the ⊗ button. The game will start up automatically.

> **LOAD:** Select Load to access a previously saved game. A menu appears showing all your previously saved games. You can save up to five different games. Select the game you want with the left analog stick and validate your choice by pressing the ⊗ button. This option is only possible if you have a memory card (8MB)(for PlayStation®2) inserted in MEMORY CARD slot 1, and if you have a previously saved game.

> **OPTIONS:** Set the game volumes, remove the subtitles, or change the settings for your DUALSHOCK®2 analog controller. For the Options screens, use the ● button to go back and the ⊗ button to validate your choices.

- Volume Settings: Select Sound in the Options menu and validate by pressing the ⊗ button. Using the left analog stick, choose General, Sound Effects, or Music, and set the volume with the right analog stick. You can also change between Mono and Stereo modes by selecting the Mono/Stereo option with the left analog stick, and confirming your choice by pressing the ⊗ button. To remove or display the subtitles, select the Subtitles option with the left analog stick and choose Yes/No by pressing the ⊗ button. Then choose between Yes/No to start.

- Control Settings: Select Controls in the Options menu and validate by pressing the ⊗ button. You can choose to change the Vibration mode of your DUALSHOCK®2 analog controller, as well as the Camera and Aiming modes (Normal or Reversed). Select the configuration of your choice with the left analog stick, and then change the mode by pressing the ⊗ button.

- Video Settings: To test whether your television is compatible with Progressive Scan mode, select the Video option with the left analog stick and confirm by pressing the ⊗ button. Next, choose between Yes/No in the Progressive Scan mode option. A test will be launched, lasting a few seconds. If nothing is displayed on the screen, your television is not compatible with Progressive Scan mode.

LOADING AND SAVING

LOADING

You can load another game at any time, provided you have inserted a memory card (8MB)(for PlayStation®2) containing a saved game in MEMORY CARD slot 1.

To do this, press your controller's START button to display the Main Menu; then select Load and validate with the ⊗ button to open the Loading screen. Next, choose one of the saved games and validate.

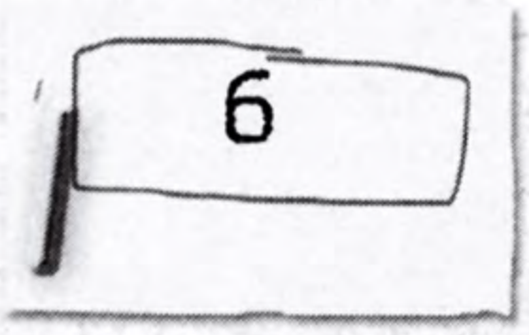
CAUTION: If you have not saved the current game before loading one of your saved games, it will be lost.

SAVING

To save a game in the BEYOND GOOD & EVIL universe, you must find one of the saving terminals distributed in different places on the planet Hillys. These saving terminals can also be used to read the Mdisks that Jade is carrying. One of these Mdisks (the green one) is specifically intended for saving your games.

To be able to save a game, you must first insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1.

To save a game, position Jade in front of an Mdisk player and press the ⊗ or ◎ button to use the player. Move down through the different Mdisks in your possession using the left analog stick, choose the saved game Mdisk, and validate by pressing the ⊗ button or cancel by pressing the ◎ button. Then simply follow the instructions on the screen.



MAIN FUNCTIONS OF THE DUALSHOCK®2 ANALOG CONTROLLER

left analog stick: Move Jade or her vehicle in any direction.

right analog stick: Direct the camera, zoom in, or zoom out. Press the right analog stick to position the camera behind Jade.

R1 button: Switch to Look or Aiming mode.

R2 button: Switch to Race or Acceleration mode.

L1 button: Switch to Crouching or Stealth mode.

START button: Access the game menu or pause during the game.

SELECT button: Access the menu for objectives, emails, maps, or detectors.

⊗ **button:** Validate, perform special actions, trigger a Super Attack, take a photo, shoot, or lock on to a target.

◎ **button:** Use a selected object.

▣ **button:** Go back to the previous page, dive, roll, or release a hovercraft when on water.

△ **button:** Ask companions for help, or shift to Interior View mode when driving.

directional buttons: Select objects in the inventory or select a companion.

CONTROLLING JADE

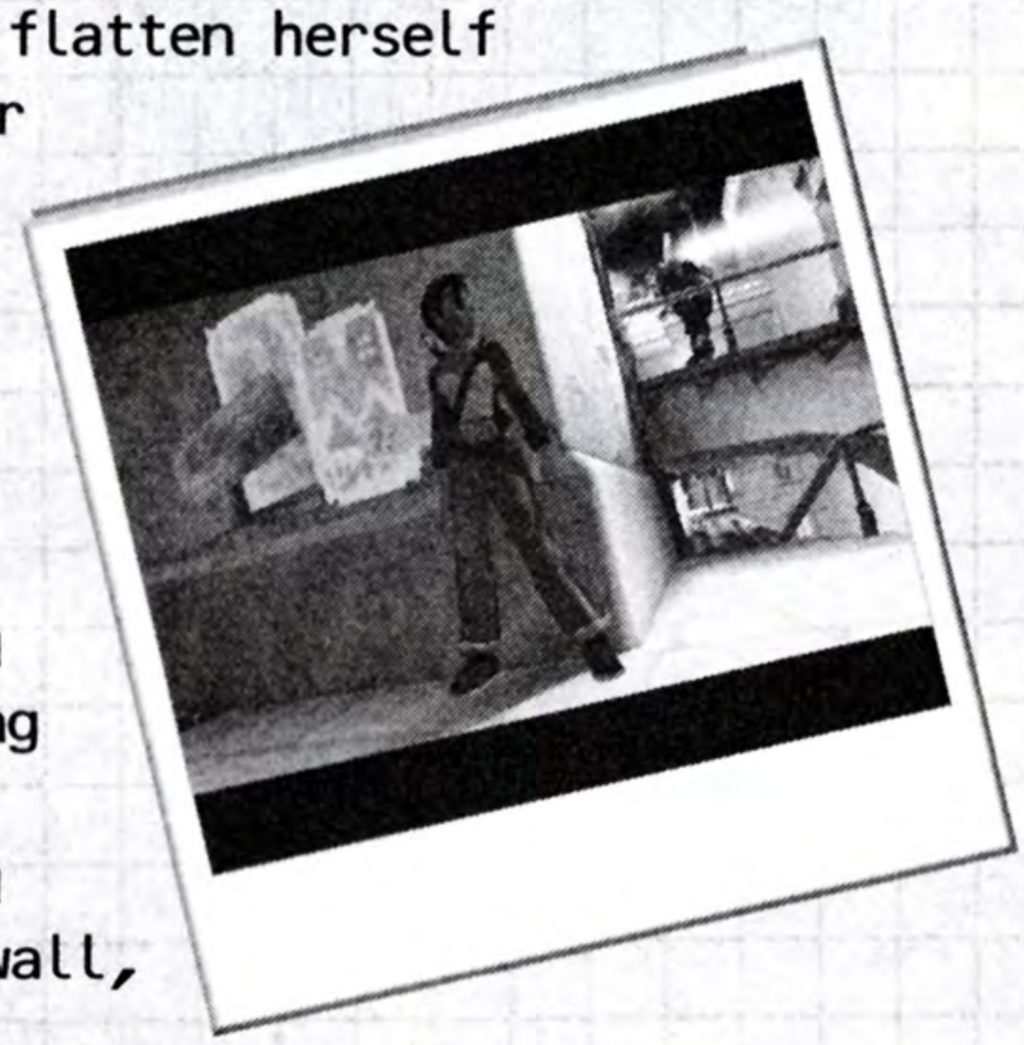
To MOVE Jade, move the left analog stick in the direction of your choice. To RUN, press the R2 button at the same time.

To MOVE STEALTHILY, move the left analog stick in the direction of your choice while pressing the L1 button. In this mode, Jade remains crouched and makes less noise when she moves.

Most of the time, Jade jumps over precipices and other obstacles automatically. In some cases, however, to make her JUMP, you will have to direct her and press the ⊗ button.

To ROLL or DIVE, press the ▣ button. Rolls also enable you to avoid attacks from certain enemies.

To FLATTEN YOURSELF AGAINST A WALL and move along it, approach the wall and Jade will flatten herself against it automatically whenever possible. Then use the left analog stick in the direction of your choice.

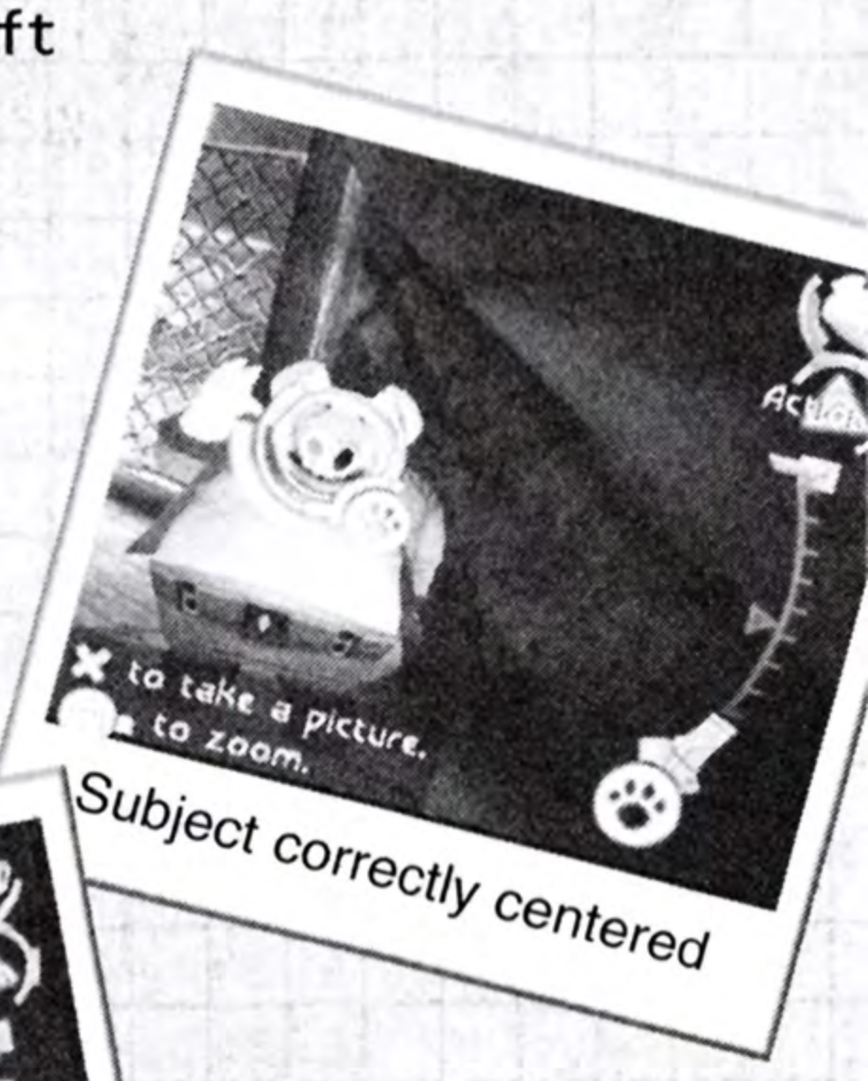


To HANG ON and CLIMB ladders or vertical walls, move up against the surface with the left analog stick and Jade will jump and hang on automatically. You may then climb by pushing the left analog stick up; to come down off the wall, push the left analog stick down.

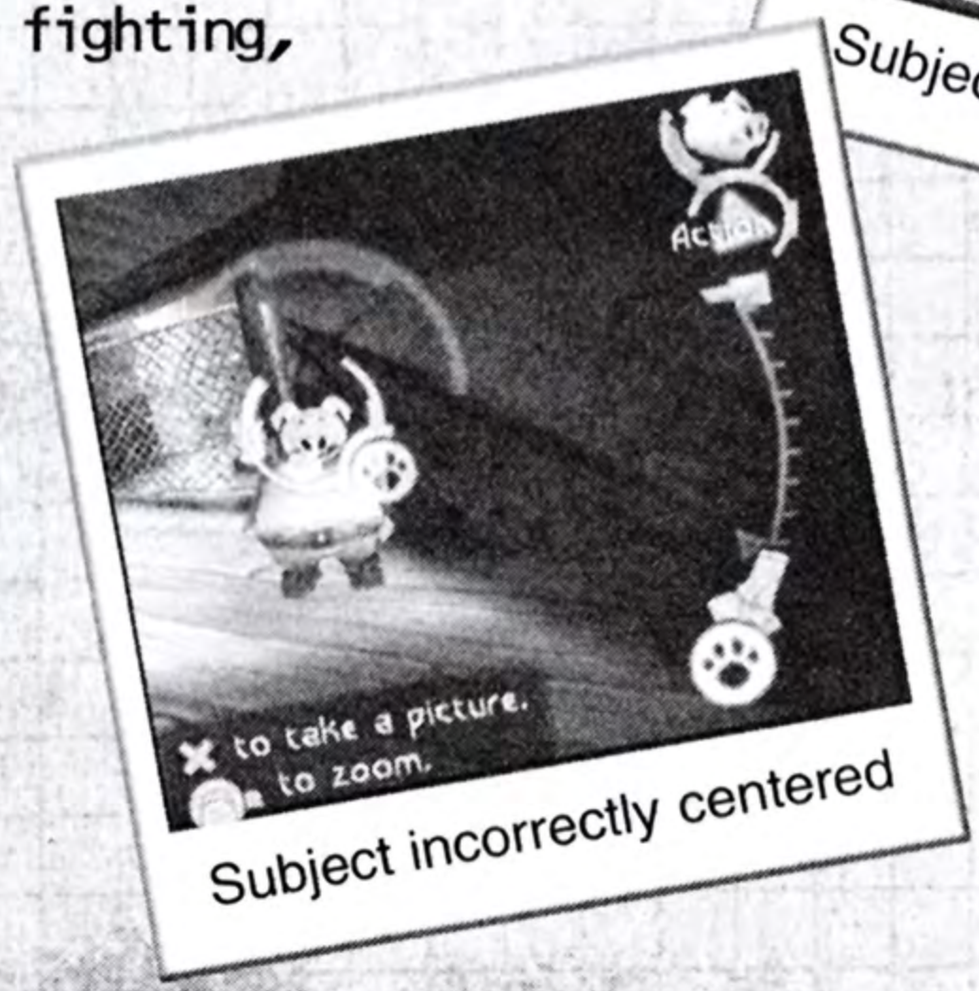
To PUSH a heavy or imposing object, position yourself against the object and move Jade in the desired direction using the left analog stick. In some cases, the objects are too heavy and Jade will have to ask her companions for help.

To SMASH IN or FORCE a door or a grate with your foot, move Jade against the opening with the left analog stick and press the ⊗ button.

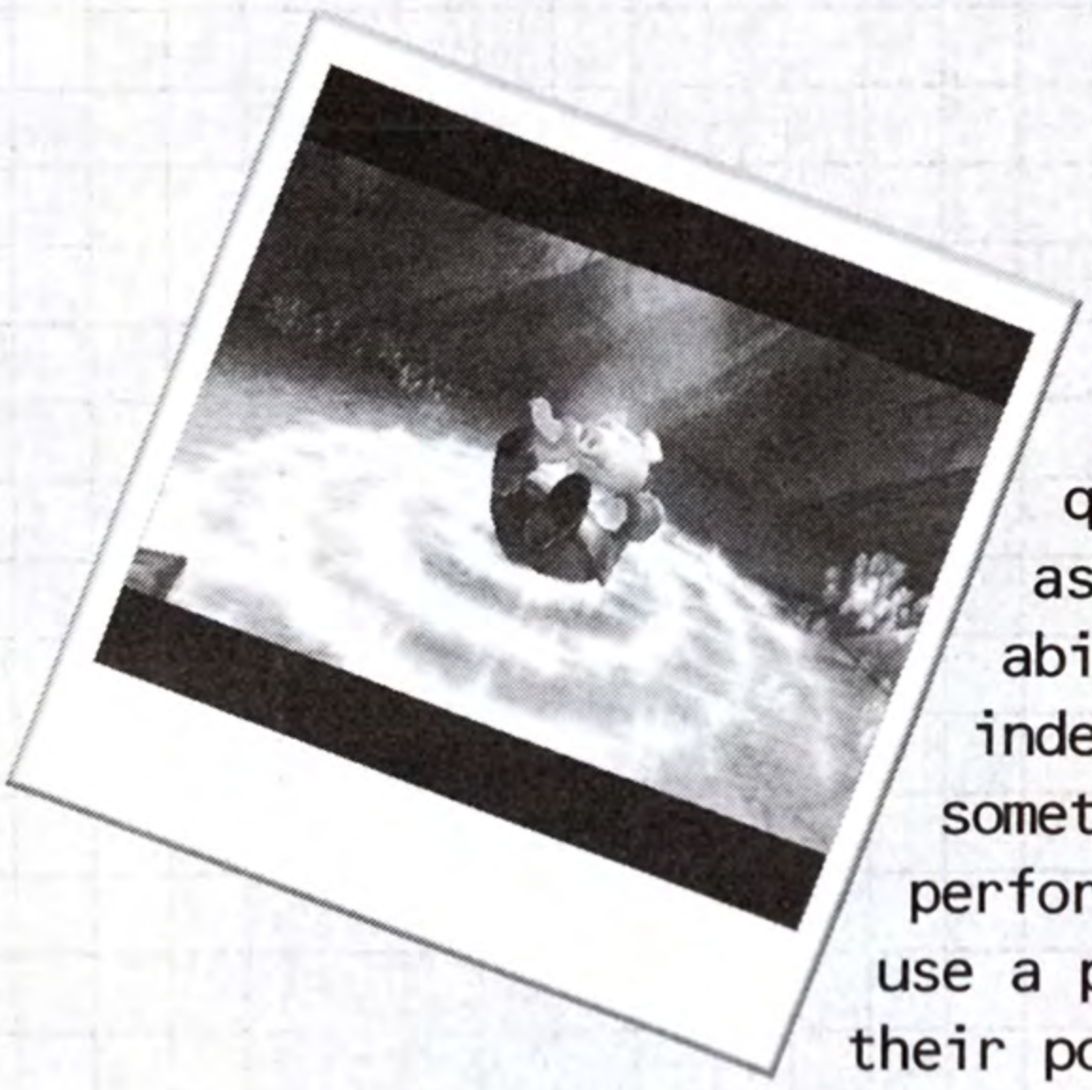
To TAKE A PHOTO, press the R1 button to shift into Aiming mode, use the right analog stick simultaneously to zoom in or zoom out and focus, and - when you're happy with the framing - press the ⊗ button to take the photo.



To direct Jade when fighting, see the Combat and Special Attacks section.



CONTROLLING COMPANIONS



Jade is nearly always accompanied by one or two companions who help her in her quest for the truth. They try to assist her to the best of their abilities, following and acting independently whenever possible, but sometimes you have to ask them to perform a specific action in order to use a particular power or object in their possession.

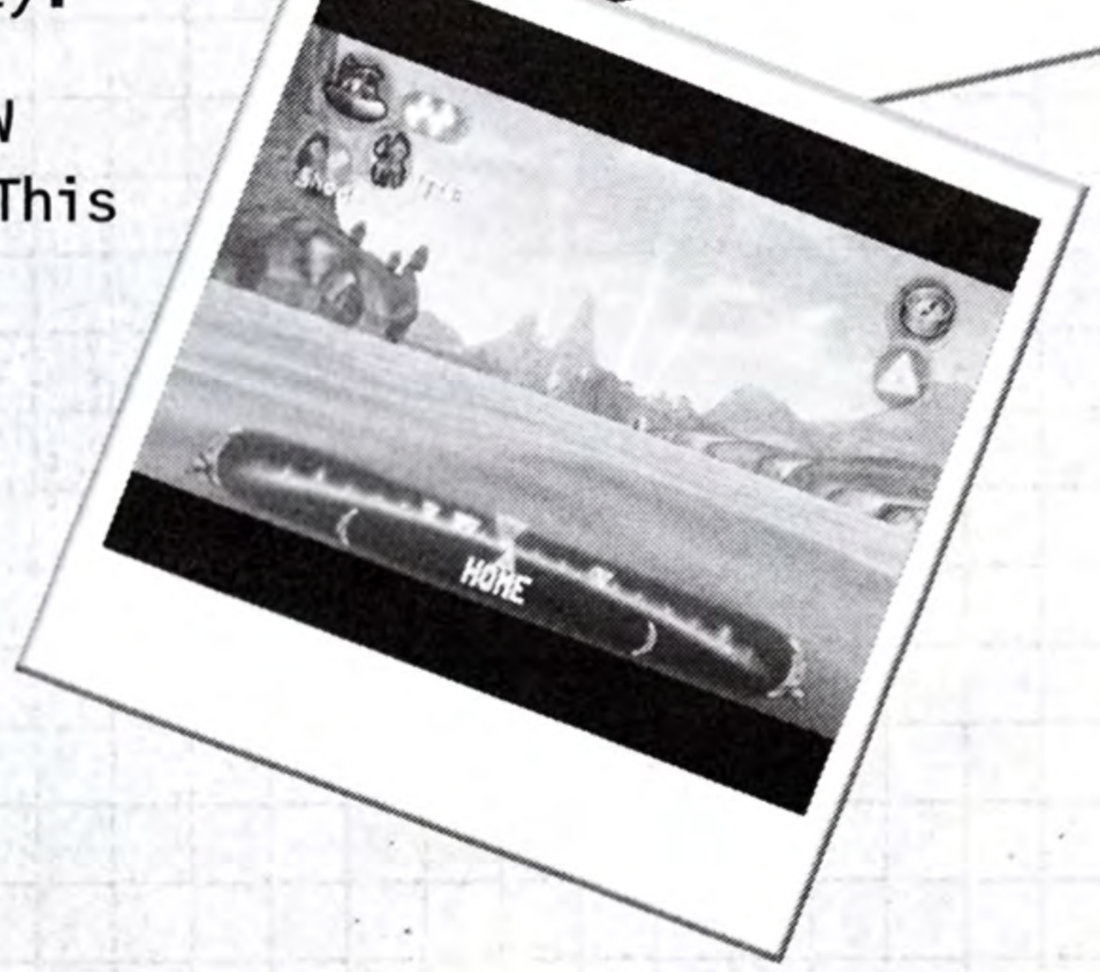
To ask a companion to perform a specific action, press the △ button. When several companions are accompanying Jade, choose one of them with the up and down directional buttons.

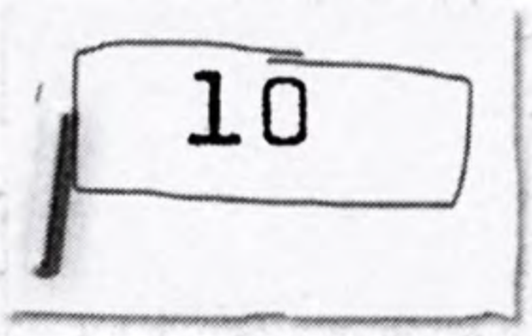
CONTROLLING VEHICLES

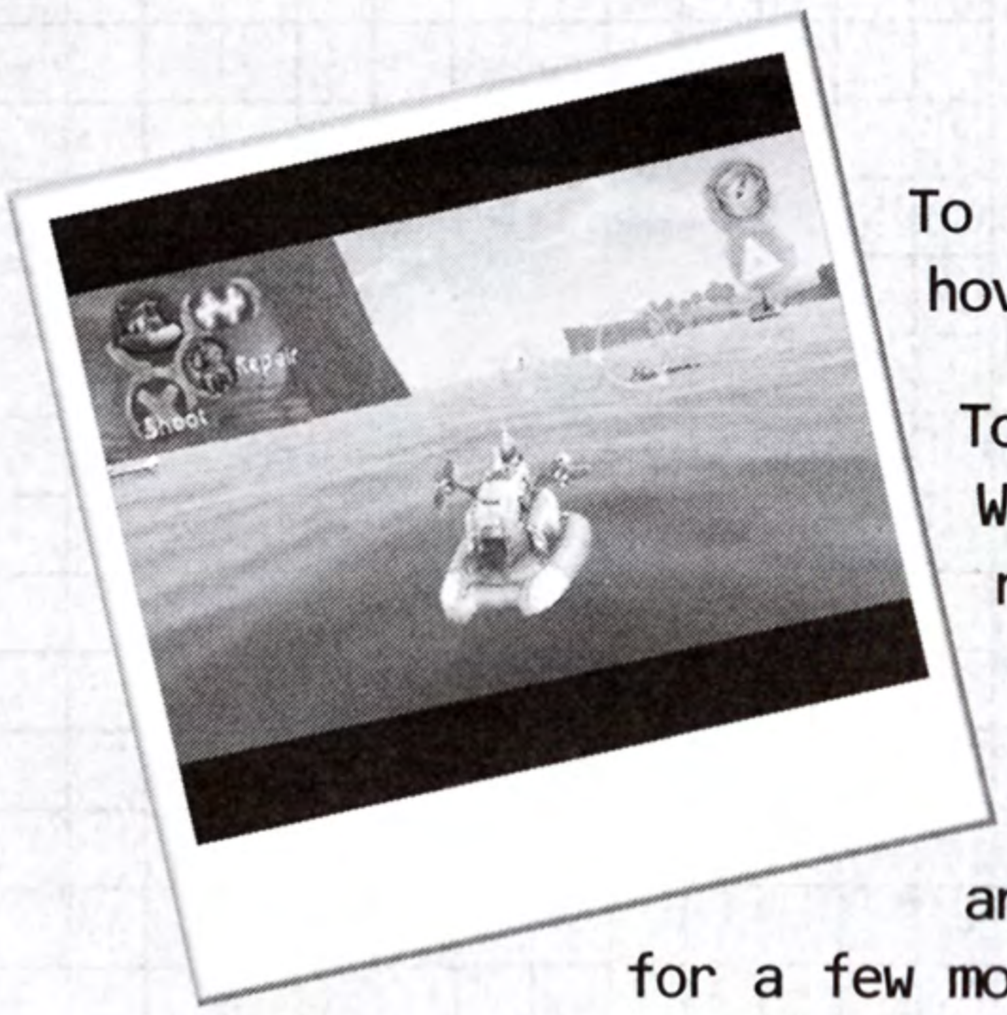
For the most part, the vehicles are controlled in the same way as Jade; she is the one who is at the controls. In the course of the adventure, various accessories appear to enhance their abilities.

To DRIVE a vehicle, move the left analog stick in the direction of your choice. To ACCELERATE, press the R2 button simultaneously.

To shift into INTERIOR VIEW mode, press the △ button. This also allows you to use the compass to find your way around the planet Hillys more easily.







To DRAW ALONGSIDE a dock in the hovercraft, press the ⊗ button.

To SHOOT, press the ⊗ button. When you have installed the neutralizing cannon, you will also be able to hit a larger number of targets by locking on to them. To do this, move toward the target and keep the ⊗ button pressed down for a few moments until the sights appear, then release.

To REACH steep paths, press the ⊗ button.

To TAKE A PHOTO from a vehicle, press the R1 button to shift into Photo mode and use the right analog stick simultaneously to zoom in or zoom out and focus. When you are happy with the framing, press the ⊗ button to take the photo. You cannot move around in Photo mode.

To RELEASE the hovercraft from the spacecraft when you are on water, press the ▣ button. To RECONNECT the hovercraft to the spacecraft, position yourself under the spacecraft that is waiting on automatic pilot and press the ▣ button.

CONTROLLING CAMERAS

By default, the camera follows Jade or her vehicles and positions itself automatically to provide an optimum view of the situation. You can also use the right analog stick to TURN the camera around; in certain game sequences, this is a very practical way to anticipate dangers or enemies.

To shift into LOOK mode, press the R1 button and keep it pressed down. You can turn the camera by using the left analog stick simultaneously. When Jade has her camera, Look mode also becomes AIMING mode, allowing you to zoom in precisely or shoot a projectile.

In some cases, you may need to REPOSITION the camera quickly behind Jade. To do this, press the R3 button.

COMBAT AND SPECIAL ATTACKS

Jade fights her enemies and the creatures that inhabit the planet Hillys using her Daï-Jo stick. Through the Daï-Jo stick, the power that sleeps in Jade wakes up and generates a Super Attack.

STICK FIGHTING

To strike with the Daï-Jo, press the ⊗ button. When fighting several enemies simultaneously, you can use the left analog stick to direct and distribute the blows. The variety of blows struck is determined automatically, depending on the direction you take.

If you press the ⊗ button more rapidly, Jade can shift into a whirlwind attack that is faster and more powerful.

SUPER ATTACK

When Jade is not in motion, she can concentrate and release an energy discharge that affects all the enemies in the zone. To trigger a Super Attack, press and hold the ⊗ button; then release it when the Daï-Jo energy has built up.

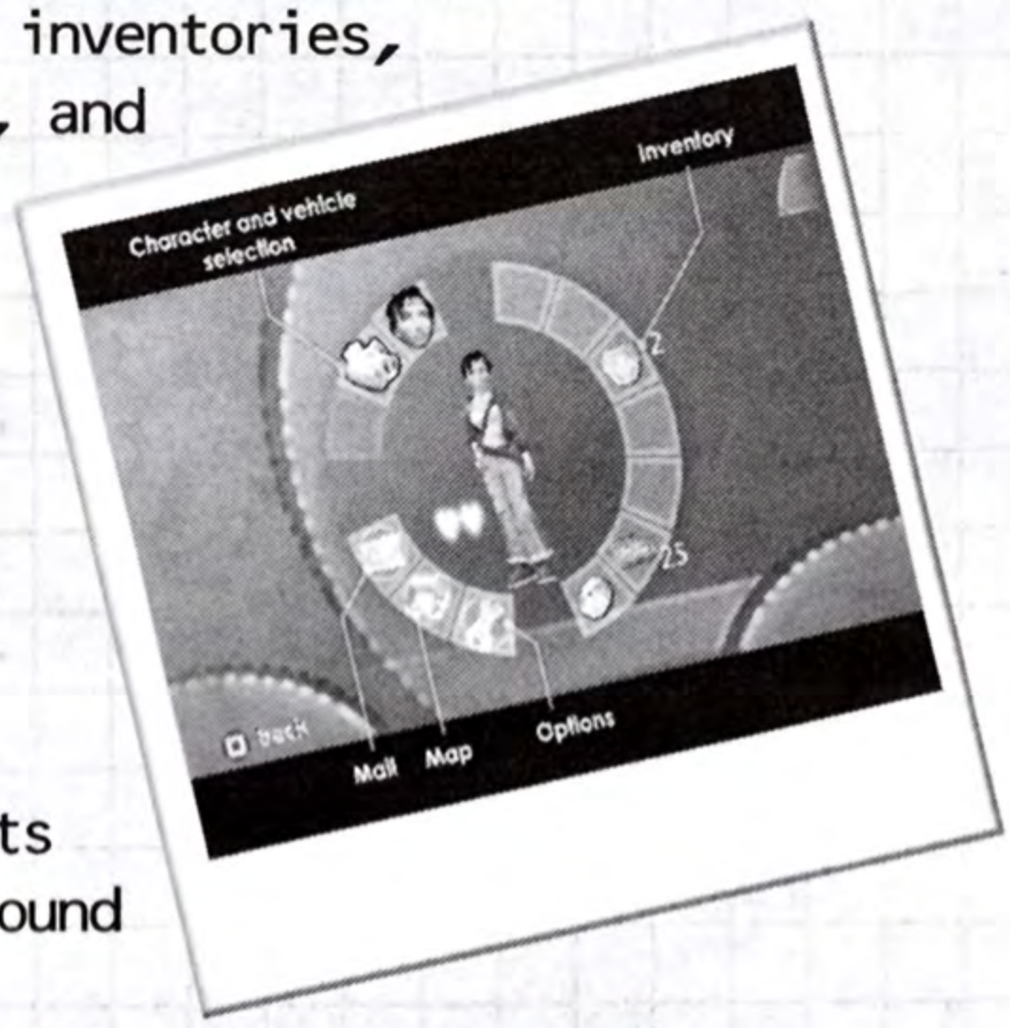
FIGHTING WITH COMPANIONS

Jade's companions take part in the fighting of their own accord, whenever possible, but each one has a special attack mode and awaits your orders before using it. In some cases, it is vital for Jade and her companions to cooperate well if they want to gain victory in a fight. To ask companions to use their special attacks, press the △ button.

MAIN GAME SCREENS

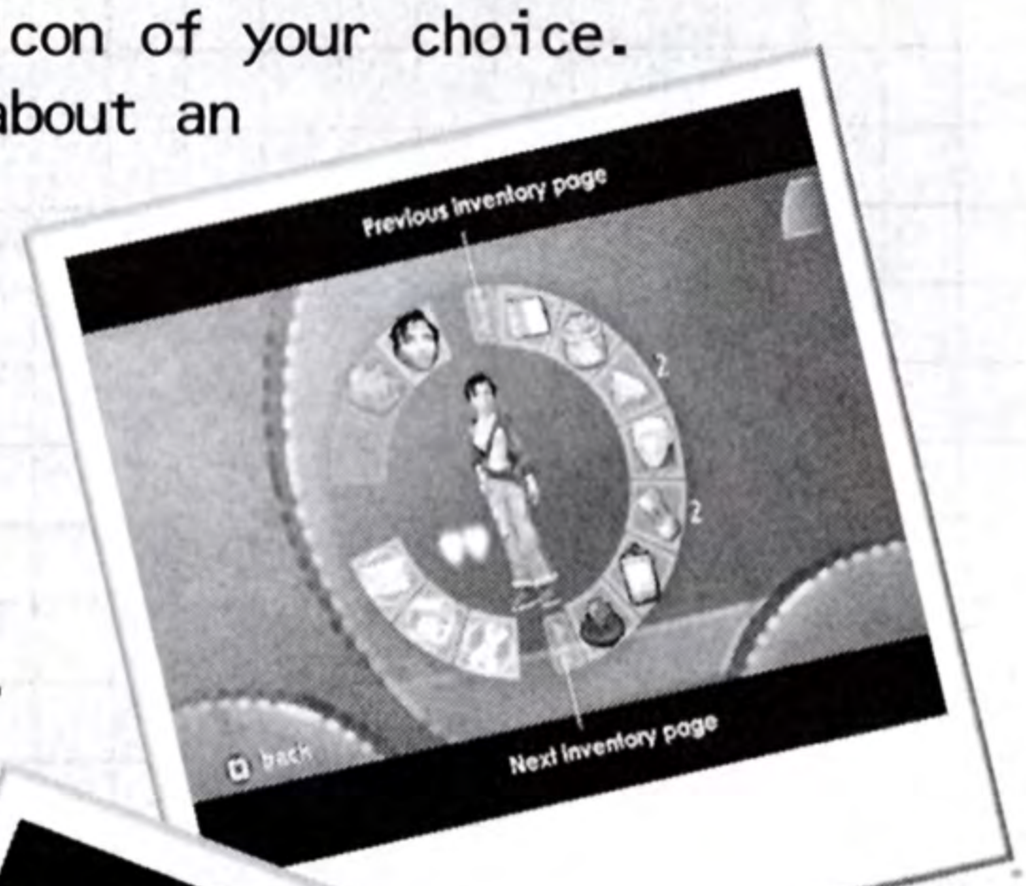
MAIN SCREEN

From this screen you can access inventory menus, Jade's main accessories, the companions' inventories, vehicles, email, objectives, maps, and the Load and Options menus. Move the cursor around the spiral using the left analog stick and confirm your choice by pressing the ⊗ button. Press the ▣ button to go back to the game.



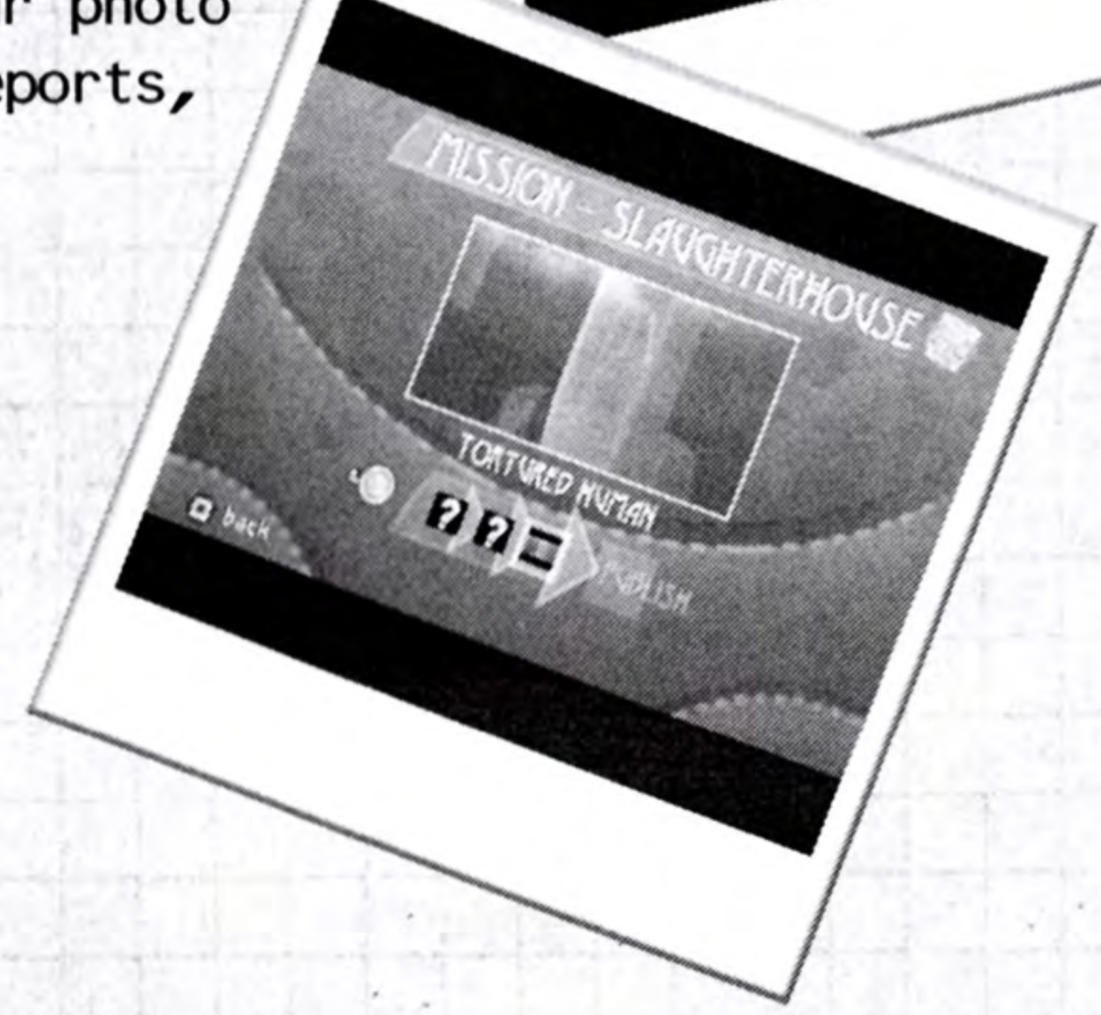
S.A.C.

The S.A.C. contains all the objects found by Jade. Move the cursor around the spiral using the left analog stick and confirm by pressing the ⊗ button to open the S.A.C. Small arrows at either end enable you to scroll through the different pages of objects. You can also give an object to a companion, or vice versa, by selecting it and dropping it onto the character icon of your choice. Press the ◉ button for information about an object. Press the ▣ button to go back to a previous page.



REPORT SCREENS

To consult the progress of your current reports, select the Camera icon and validate with the ⊗ button. You will then access the different icons corresponding to your photo album and the different reports, whether finished or still underway.



OBJECTS AND ACCESSORIES

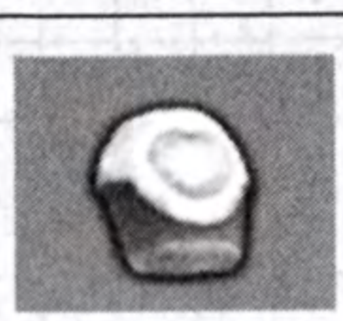
CAMERA: More than an accessory, this is Jade's main tool of trade. It can store and transmit photos and reports, and receive information and email; a database also provides information about objects or creatures that are in your line of sight. With the camera, you can also scan maps and record them to help you find your way around.

PEARLS: Pearls are objects of great value, used as an unofficial currency by a good number of Hillyans. As a matter of fact, some storekeepers will only accept this means of payment. Jade must accumulate as many pearls as possible to buy the equipment she needs for her mission.

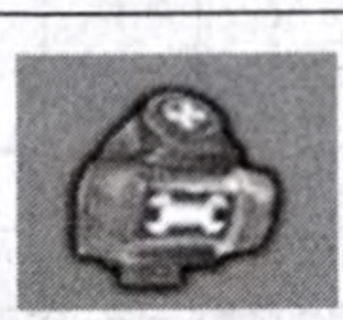
CREDIT CARD: This card automatically stores all Materia Crystal units won or found by Jade. It must always be presented when you want to make a purchase.

STARKOS: Similar to synthetic bread rolls, the energy-giving Starkos restore 1 heart of energy. Jade can give Starkos directly to her companions in the game. To do this, select the Starkos with the directional buttons, approach your companion, and select Give with the ◉ button.

K-BUPS: K-Bups are high-energy food for Hillyans. Consuming 1 K-Bup restores all your energy. As with Starkos, you can transfer K-Bups directly from your inventory to a companion's inventory by approaching the companion and pressing the ◉ button.

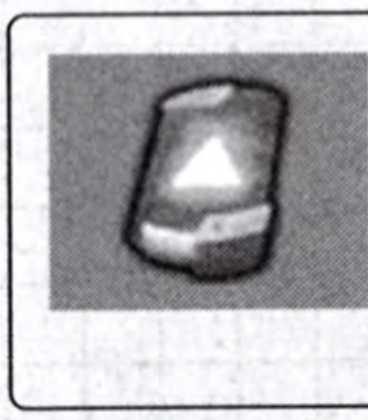


AP-1S: These physiological accelerators increase your physical resistance. Each AP-1 you possess increases the life gauge of Jade or her companions by 1 heart. It is possible to possess several AP-1s.



MECA-IMPULSER: These mechanical versions of the AP-1s increase the resistance and armor-plating of vehicles.

GYRODISK GLOVE: The glove generates and projects small disks of energy that can activate mechanisms from a distance and can sometimes even affect small animals. The variety of uses to which they can be put is only limited by the user's imagination. To use the Gyrodisk Glove, press the R1 button to shift into Camera/Aiming mode, use the sights to target your object, and press the ◉ button to fire.



KEYS: The Hillyan army uses these coded magnetic passes. There are various kinds, each specific to a particular type of lock. Jade must acquire several of these keys in order to infiltrate certain secret places.

TICKETS: These little cards are generally used as memos for codes and other things.

ANIMAL DETECTOR: This very useful long-range detector, linked up to your database, detects and analyzes the presence of animals or creatures in a zone and shows you where they are on the map.

MDISK: These memory disks are commonly used on Hillys for information storage, email, other messages and databases, or simply daily newspapers.

PEARL DETECTOR: This long-range wave scanner analyzes the sound frequencies emitted by pearls and shows you where they are on the map.

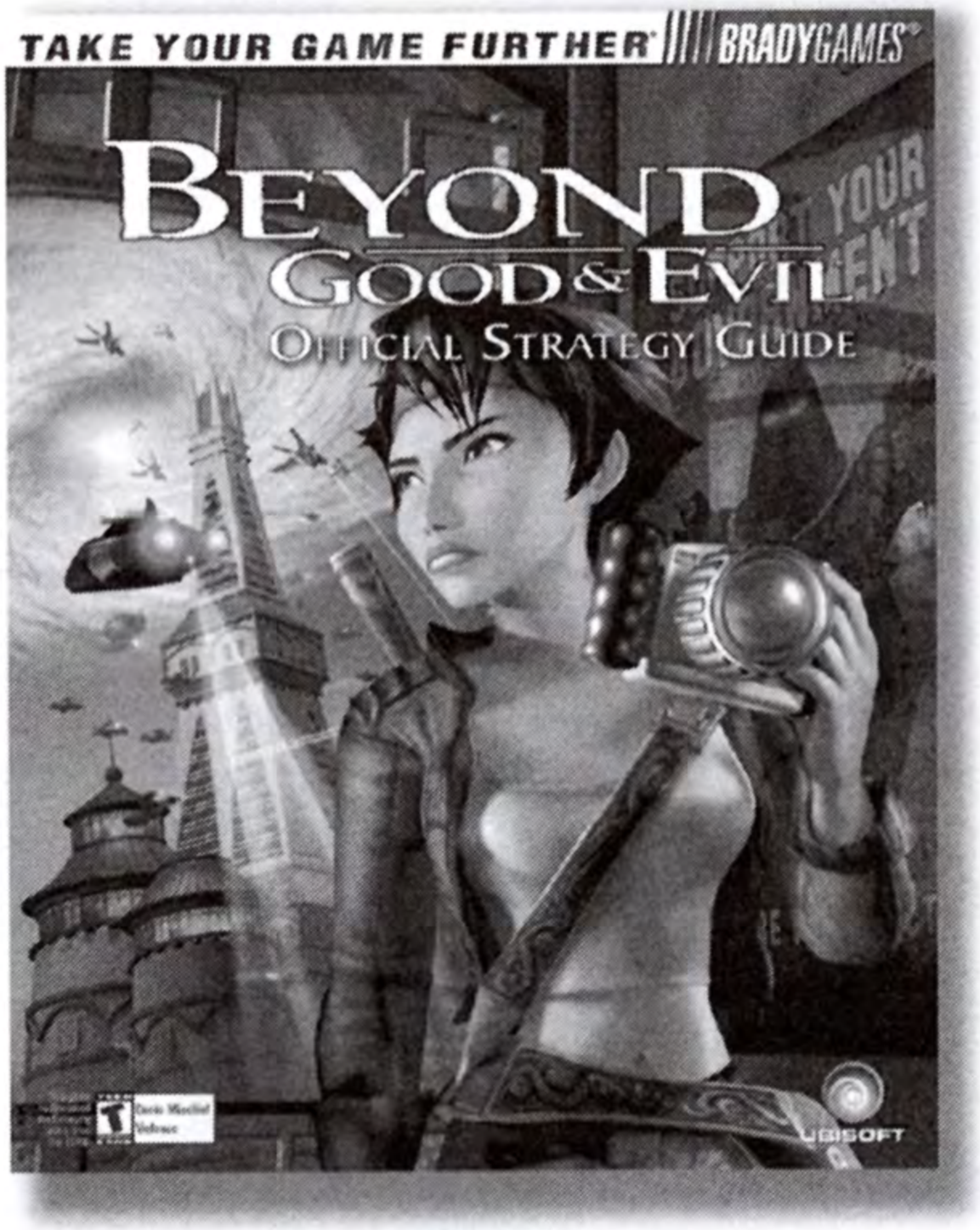
STRENGTHENED SUPER ATTACK: This accumulator allows Jade to increase the power within her. When she possesses it, her Super Attack is more powerful and generates bursts of energy discharges.

BOOSTS: These super-fuel capsules make vehicles accelerate suddenly for a few seconds, multiplying their speed by three.

PODS: These very useful small drones enable you to repair your damaged vehicles.

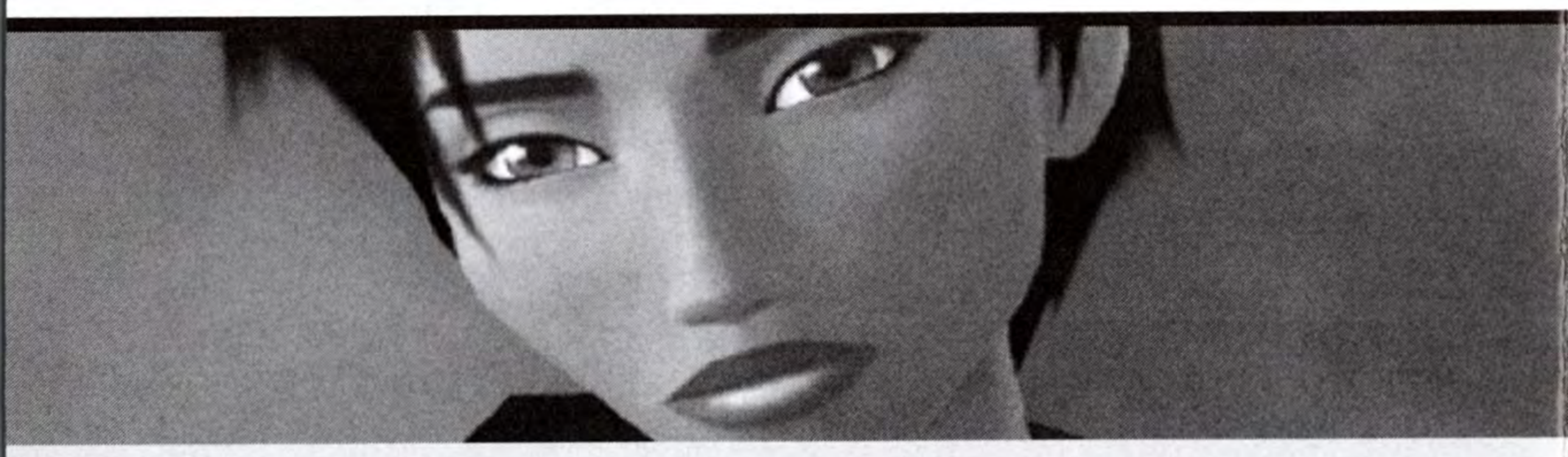
TAKE YOUR GAME FURTHER | BRADYGAMES

THE BEST STRATEGY LIES BEYOND THE QUEST...



Get the Official Strategy Guide from BradyGames!

- Comprehensive Walkthrough.
- Scoring Strategies for Every Level.
- Photo-Snapping Tips and the Rewards for Each Picture.
- Puzzle Solutions, Mini-Game Coverage, Game Secrets and More!



To purchase BradyGames' *Beyond Good & Evil Official Strategy Guide*, visit your local electronics, book, or software retailer. Also available online at bradygames.com.

UBISOFT™

BRADYGAMES®
TAKE YOUR GAME FURTHER®

ISBN: 0-7440-0291-5
UPC: 7-52073-00291-6
PRICE: $14.99 US / $21.99 CAN

© 2003 Ubisoft Entertainment. All Rights Reserved. Beyond Good & Evil, Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries.

NOTES

Proof of Purchase
BEYOND GOOD & EVIL™

0 08888 32112 5

TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, **http://support.ubi.com/**. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support department, please include the **complete product title** or have it available if you are calling.

Contact Us over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. We update the Support pages on a daily basis, so please check here first for solutions to your problems: **http://support.ubi.com/**.

Contact Us by Email

For fastest response via email, please visit our website at: **http://support.ubi.com/**.

From this site, you will be able to enter the Ubisoft Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone

You can also contact us by phone by calling 919-460-9778 (for our customers in Quebec, we provide French language support at 866-824-6515). Please note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure that you have the **complete product title** on hand. Be advised that our Technical Support Representatives are available to help you Monday–Friday from 9am–9pm EST (French language support is available from 7am–4pm EST). While we do not charge for Technical Support, normal long distance charges apply. To avoid long distance charges, or to contact a Support Representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support
3200 Gateway Centre Blvd
Suite 100
Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or faulty game, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a Support Representative.

WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubisoft. Any implied warranties applicable to Ubisoft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubisoft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubisoft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubisoft reserves the right to make improvements in its products at any time and without notice.

REFUNDS

Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778. Hours: 9am–9pm (EST), M–F

Address: Ubisoft Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubisoft.

To order Ubisoft products in the United States, please call toll free 888-824-7038.

PRINCE OF PERSIA
THE SANDS OF TIME™

An ancient curse. A fatal mistake.
And the only way to reverse it is to
COMMAND TIME ITSELF.

AVAILABLE NOVEMBER 2003

PlayStation®2

UBISOFT®

321125-MNL

Ubisoft, Inc. · 625 Third St. · Third Floor · San Francisco, CA 94107

© 2003 Ubisoft Entertainment. Based on Prince of Persia® created by Jordan Mechner. All Rights Reserved. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Prince of Persia and Prince of Persia The Sands of Time are trademarks of Jordan Mechner used under license by Ubisoft Entertainment. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

TEEN
T
CONTENT RATED BY ESRB

Blood
Suggestive Themes
Violence